Subject: Tunnels, hlep me!
Posted by Sir Phoenixx on Fri, 19 Dec 2003 17:33:43 GMT
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InfinintGuys there is a much easyer way to make tunnles:
1. make a box were you want your tunnle to start
2. make in an editable mesh and extrude it to place you want it to go and have it en up sticking a little bit out of each wal it penetrats.
3. boolean the main box from the tarrian
4. then delete all the faces on the tunnle to make openings, and then flip the faces in the hole tunnle.
5. Take the mesh that you copied earlyer and extrude them about 0.5 to make it look like the tunnle have a thickness to the walls. If you dint move anything every thing should line up and you have yourself seemless tunnles.
6. after that you can detach your floors and celings so that you can texture them seperatly.

Thats what i do atlest, things that may go wruong is useally only with the booleaning, you might have to weld vertexs were you boleaned on the side of a tarrain or get ride of the blackness in the mesh, it it occurs. If that doesnt help undo to before you booleaned and move the tunnle.

That is exactly what everyone else has already said. All you did was incoherently put several seperate methods together...

Quote:3. boolean the main box from the tarrian
4. then delete all the faces on the tunnle to make openings, and then flip the faces in the hole tunnle.

When you boolean subtract a shape (in this case a box that forms the shape of a tunnel) from another shape (in this case a mountain) it cuts holes that match the box, and automatically creates the walls on the inside of the mountain. It automatically deletes the box that was used to cut the hole in the moutain.

Quote:5. Take the mesh that you copied earlyer and extrude them about 0.5 to make it look like the tunnle have a thickness to the walls. If you dint move anything every thing should line up and you have yourself seemless tunnles.

The mesh that was copied earlier? You didn't include anything about copying the shape in your list. And the tunnel is supposed to be inside of a mountain, you will not see the thickness of the tunnel wall.

Quote:6. after that you can detach your floors and celings so that you can texture them seperatly.

You don't need to detach the floors or ceilings or anything else to texture them seperately, all you need to do is select the polygons that make up the floors and apply a UVW map, than do the same thing to the other parts. Select the object, than go to Unwrap UVW map, and move and resize the parts around and you can save that and paint over that in PS or PSP than apply that as the skin/texture...